

In the Specification



Replace the paragraph numbered [0023] beginning on page 7 and ending on page 8, with the following, with changes from the original highlighted:

[0023] The interface can also use the correspondence between the paths to help make efficient use of the input device's range of motion. As an example, the interface can allow a transition to a path-based interaction only when the input device is in a configuration such that allowable or expected motion in the path-based interaction will be within the range of motion of the input device. As another example, the interface can map the current position of the input device to a place on the device path such that allowable or expected motion in the path-based interaction will be within the range of motion of the input device (e.g., map to the middle of a parabola if the device is near the middle of the range of motion; map to an end if the device is near a boundary of its range of motion). As another example, the interface can apply forces to the input device to move it to a place in its range of motion when the path-based interaction is begun, such that subsequent motion will be within the range of motion of the input device. In some applications, the interface can apply such forces constantly to provide the user with a force-based sense of the appropriate place to begin the path-based interaction (e.g., continuously pulling the user to a point at which an object in the application can be grasped and manipulated according to a path-based interaction). The interface can apply a force responsive to input device motion not along the fundamental path whose magnitude is dependent on the position of the corresponding object along the object fundamental path, or whose magnitude is dependent on interaction of the object with the application.